

Metrosynth Plan

General Points

- Credit AT&T Research Group and send them an email when a public prototype is ready (tts-feedback@research.att.com).
- Video record progress (vlog) with camcorder.
- TTS via command-line; don't mess with COM/Interop interface, you'll just waste more time.

Tools

~~AT&T TTS Engine~~

~~Unity 3D Pro~~

Sound Effects CD(s)

~~XBox 360 Controller~~

~~Voice Fonts~~

Concept Art

Exterior: Rimage "Chasm City" - tall buildings, bridges everywhere, built "up" with stone.

Exterior: Waterfall Park

Interior: Capsule Chamber

Interior: Temple of the Flame (of Life: green fire)

Interior: Typical Building

* Exterior: Ice Sheet (on top of the glacier)

3D Object Models (interactive, animated)

Person (Synth)

Lotus Altar (space in middle where golden seed fits perfectly)

Golden Seed

Glow Lamps (made of same material as synths, e.g. *explosive!*)

Ceremonial Halberds (carried by templars)

Mining Pick

* Carver Tool(s) (I don't know what these look like yet)

Swinging Staves (for walking sticks, golf clubs, or weapon)

Swan Cloak (probably just the folded-up version, not the one worn)

Rosary Bead Necklace (key to capsule chamber)

* Book (use undecided but will be used for "knowledge")

* Crown (use undecided but will be used for "control")

3D Animations

Move: Walk, Jog, Run

Jump: Hop (short), Leap

Fall: Drop, Flail, "Glide" (arms out, Jesus style), Land & Kneel

Climb: Vault off Wall, Mantle, Pull-Up

Knock Back

Grab

Catch

Throw: Overhead Two-Hand, One-Hand

Punch Left / Right, Swing Weapon Arm

3D Environment Models (probably non-interactive)

Main Building Blocks

Arches

Bridge Parts

Gem Garden (plants, flowers, etc. made of "precious stones")

Pillars

Chairs

Benches

Bed Slabs

Fire Rock

Chess Set

Towers of Hanoi, 16 disks

Altar of the Flame (inside temple)

Flame Basins (like what you see for holy water in our churches)

Texture Art

Hieroglyphs

Flame of Life iconography

Caste Tattoos: Priest, Ward, Civilian

Priest Tattoos: Minister, Templar, Monk

Ward Tattoos: Sentinel, Guard, Technician

Civilian Tattoos: Architect, Miner, Laborer

* Stone, Ice, and Fire iconography (triangle with fire making up the bottom line and the two leaning lines being stone and ice)

Sounds

Footsteps: Ice, Stone, Snow

Landing: Ice (crack!), Stone, Snow

Sliding on Ice / Snow

Deep Creaking / Cracking (glacier)

Breezes (covered by music ?)

Blade Connect (ching!)

Body Thud

Vaulting off Wall

Crunch of Stone for climbing, smacking with something, etc.

Sizzling Fire Rock

Drip